

IMPASSABLE

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STANDBY POOL

1975CS: England--Kador, Italy--Crowley, and Russia--McIlvaine.

New standings: Fujihara, Keller, McGee, Brooks, McDonough, Kelly, Kendter, Luft, Blank, Swies, Cooper, Birsan.

GAME OPENINGS

PREDAWN LEFTIST, #9. Ben Grossman, 29 E 9 St., #9, NY, NY 10003. Mimeo. Openings in variants: Colonia (\$3 + sub), Near Utter Chaos (\$1 + sub), Middle Earth VIII (\$2 + sub) Regular openings, too at \$2 + sub OR \$6 GF which covers the game until you drop out or lose. Sub rate is 8/\$2.00.

RAGWEED, #19. Al & Tom Burkacki, 13201 Dwyer, Detroit, MI 48212. Openings in a variant, Bioplomacy (GF is \$1 + sub, sub is 10/\$2.) SPECULUM, #26. Dave Kadlecsek, Box 802, U. of Santa Clara, Santa Clara, CA 95053. Has openings in variants: Third Age (\$1.50), Scacchomacy (\$0), Middle Earth VII (\$1), Gigaton Bomb Variant (\$2), and an International game of regular dippy (\$3). No more No. American players are needed! All of the above are GF and you must also pay a refundable deposit of \$1 plus maintain a sub at rate of 8/\$2.00. Ditto.

THE DIPLOMACY BARON, #2. Rod Zaccalini, 23 Toluca Estates, N. Hollywood, CA 91602. Mimeo. New zine, promising at that with good typing and printing. Openings in reg. dippy at \$1 refundable deposit plus a sub. Sub rate is 8/\$2.00.

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PLAYERS NOTE

A very important bunch of changes are now in effect for Impassable's players:

(1) Deadline dates are now on Thursdays rather than Fridays. This is going back to our old deadline day!

(2) Deadline for telephoning your orders is Thursdays, 10:30 p.m. Note, however, that I will not be home on Wednesday nights. No phone calls will be accepted on Wednesdays.

(3) Authorized collect calls will most likely now be made either on Thursday or Friday night by the GM.

(4) For the next two issues of Impassable, deadlines will be set four weeks apart to facilitate getting your orders in on time during the Xmas mail rush season.

(5) As a standard practice, any changes in deadline dates will be given on the bottom third of the last page (mailing cover portion). This has been done in the past, but not as an announced practice. Of course, I'm going to do my best to stick to the deadlines at the pace of three weeks apart.

POSTAL STRIKE

Well, the Canadian Postal Strike is still going on strong. It doesn't look like it will end soon. Consequently, the following games are postponed indefinitely with the next deadline being set in the first issue of Impassable after the strike is over: 1971Dbu, 1973AYec, 1973BU, 1973CZec and 1975T. See page 6 for errors noted from last issue for 1973AYec and 1973CZec.

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ORPHAN GAMES AND OTHER RAMBLINGS

by Francis McIlvaine

I would like to write about a subject that has affected many people in the past and most likely will affect you in the future, mainly orphan games. Oh I know you are careful about your choice of game masters, etc., but if you are unlucky you will come down with this problem at one time or another. I know I have.

First, let me discuss and bury one argument about orphan games. This argument is something like the following: Due to the nature of the Diplomacy game, or the hobby, orphan games will happen, it is merely a case of trying to minimize their effect. BALDERDASH! Do you want an almost certain non-orphan game? Merely take your checkbook into your hands and write a check for \$6.50 to Flying Buffalo Inc., PO Box 1467, Scottsdale, AZ 85252. I know I have. For your \$6.50 you get a basic computer printout of the moves, on time, and right. This company makes a living on games and there is more than one employee so even the death of the president might not cause the business to close down. Job responsibilities cannot force the person from the hobby, because the hobby is his job. There you go, I just solved your problems. Or have I?

If you are concerned in minimum disruption of games why are you playing someplace else? Basically, it is because of the nature of the amateur publications in this hobby. Since the amateur is not making his living from the hobby he can afford to give you more for your money. For the same \$6.50 (or minimally more) you can get an IMPASSABLE with every move. I run a service similar to FBI and charged \$4 apiece (and am figuring to make a profit besides!). I am not trying to put food on the table by this procedure however. You can get by cheaper than IMPASSABLE prices by trying a less well known publisher who offers less fringe benefits. It's your choice. But if you do business with amateurs you have the probability of an ORPHAN.

I will use my own case to illustrate this point. I came into the hobby in the summer of 1973, and was looking for reliable game masters (having a feel for the subject from other endeavors) and wrote for numerous zines. I also asked Doug Boyerlein's advice. His advice was that Conrad Von Metzke had a game opening and was one of the best and most reliable game masters. OK, I took the bait and had my game orphaned. I tried a magazine called OBSSESSION because they were new and because I figured by the time they tired of the hobby my game would be over (if indeed they did tire of the hobby, due to the group nature of the project) wrong again. I mean it is just unpredictable how long a publisher will last, too many variables. Well let's look into the orphan procedure.

I will again use 1973ET (Conrad Von Metzke's game) as an example. Costaguana became more and more irregular. It finally went carbon-copy for awhile. I asked Conrad Von Metzke to orphan the game, he didn't reply. I was going to ask for a vote to transfer the game when JH Fleming, another player in the game, told me that he was opposed because he was sure that Conrad would eventually get back on the beam. Meanwhile, in another zine I read that Conrad was out of the hobby. OK, now it was the summer and I had two jobs and no time, and I had a vested interest in minimizing my DIPLOMACY commitments, so I said nothing. This fall when the jobs disappeared, I wrote to the Orphan games director (now Greg Warden, 804 S. 48th St., Philadelphia, PA 19143) and explained the whole situation to him, when I received the last issue, where the pieces were, the last addresses of the players, and I even drew a map of the board. The game was picked up by Greg with absolutely no problems.

Now the problem is six months had passed from the last Conrad move and the date when I decided to get the ball rolling again. Eric Verheiden is in that game with me and I have read in a zine (in a small part of the TDA feud subpart 89) where Eric was complaining about the Orphan games projects and he said, "I was in a Costaguana game that folded and have heard nothing about it" (not a direct quote, but something similar to it). This is not an effort to stir up a feud with Eric; I like Eric--he plays in my zine, and is a fine player. It only brings up a small fact that I would like to explore. Eric thought that the Orphan games project was better than is actually the case. He didn't consider it necessary for him to take the first steps in establishing his game in a new home. This speaks of confidence in the system, but this also places more pressure on the director than should be the case. In the latest EN PASSANT (#89) Greg talks about his difficulty in getting zines, not everyone trades with him. OK, now suppose you are playing in PINBALL WIZARD and it folds. Greg knows nothing about PINBALL WIZARD because it didn't have a trade with him. Now if

(cont. page 9)

1970BJ, Fall 1918

COA: Ronald Kelly's room number has changed from #210 to #120.

AUSTRIA(Beyerlein): A Rum-Bul, A Ukr-Rum,
A Gre-Alb, A Tyr-Ven/r/(Boh, OTB), A Tri
S A Tyr-Ven, A Ser S A Tri, A Gal S A
Ukr-Rum, A Vie S A Gal

GERMANY(Mahler): A Kie-Mun, A Ber S A Kie-
Mun/r/(Pru, OTB), F Hel-Nth, F Hol-Kie

ITALY(Phillips): F Tyn-Ion, F Alb-Tri,
F Adr S F Alb-Tri, A Ven S A Pie-Tys,
A Pie-Tyr, A Bur-Ruh, A Pic-Bur, A Bre-
Pic, F Bel-Hol, F Mid-Eng, F Iri-Nat,
A Bud chirps/nsu/

RUSSIA(Kelly): F Nwg-Nth, F Nth-Den, A Den-
Kie, F Bal C A Liv-Ber, A Sil S A Liv-
Ber, A War S A Sev/imp/, A Mos S A War,
A Sev S A Con-Bul/imp/, A Con-Bul

AUTUMN & WINTER 1918 Orders are due on
THURSDAY, December 18, 1975, at noon, EST.

Fall 1918 Supply Center Chart:

Austria: Hom, Ser, Bul, Rum, ~~Sev~~, Gre (7)
R1

Germany: Kie, Mun, ~~Sev~~, Hol (3) R1

Italy: Hom, Tun, Mar, Spa, Por, Bre, Par,
Lvp, Bel (11) SP

Russia: StP, War, Mos, Sev, Swe, Nwy, Ank,
Con, Smy, Edi, Lon, Den, Ber (13) B1,
will be 2 short

Press--

Rome(Bud): This business of black press reminds me of a now-defunct feature of Larry Rusiecki's Hannibal. It seems that in the first edition, as I recall, the worst CRT for the attacker was the "Trap", and the defender could choose to use it whenever and only if the attacker entered a defender's hex without first calling out "Avoid traps". The premium is thus placed on mindless unflagging persistence and echoes in postal Diplomacy when black press is allowed. The necessary precautions are equally certain, equally mindless, and equally the imposition of an unnecessary waste of time on a player who has better things to do.

1972BW, Spring 1919

COA: Ronald Kelly's room number has changed from #210 to #120.

Spring 1919:

FRANCE(Kelly): F Nwg H, F Nth H, F Hel H,
F Tyn H, A Hol H, A Bur H, A Mar H,

A Ruh H/r/(Bel, OTB), F Tus H/r/(Lyo,OTB)
ITALY(Swies): F Tun S Fra F Tyn

GERMANY(Davies): A Swe-Den, A Ber S Rus A
Den-Kie

RUSSIA(Knudsen): A Sil S A Mun, A Kie-Ruh,
A Mun S A Kie-Ruh, A Den-Kie, A Pie S Tur
F Rom-Tus, F Aeg S Tur F Eas-Ion, F Bal-
Swe, F StP(nc)-Nwy, F Bar S F Nwy-Nwg,
F Nwy-Nwg, F Ska-Nth

TURKEY(Abbott): A Con-Bul, A Apu S F Nap-
Rom, A Ven S F Rom-Tus, A Tyr S Rus A
Pie, F Nap-Rom, F Rom-Tus, F Ion-Nap, F Gre
S F Eas-Ion, A Tri S A Ven, F Eas-Ion

SUMMER & FALL 1919 Orders are due on
THURSDAY, December 18, 1975, at noon, EST.

1973Ccz, CONCLUSION!

With this last chapter on Atlantica I, this GM has finally completed his first orphan game. The other orphan is still going (1971Dbu). The experience has been enough for me to forever give up taking up orphans for they are not worth the trouble! Especially variant orphans! In regular games, I have a third orphan--also still going (1970BJ). All three have been trouble in comparison to those games I have started. Don't ask me why!

England(Doble,									
CD A'70)	:	6	4	3	1	-	-	-	-
France(Green-									
well)	:	7	9	10	11	10	7	8	
Germany(Ricci)	:	6	6	7	8	10	9	8	
Italy(Bennett,									
Davis Ja'71)	:	7	6	6	7	7	10	12*	
Canada(Monahan)	:	6	7	9	10	13	19	19*	
USA(Lang, Kos-									
toff O'70,									
Burden Jn									
'71, CD Ja									
'72)	:	8	8	7	7	4	2	-	
CSA(Biehl, CD									
M'71)	:	4	5	5	3	3	-	-	
		<u>44</u>	<u>45</u>	<u>47</u>	<u>47</u>	<u>47</u>	<u>47</u>	<u>47</u>	

*Declared Joint Alliance Victory per rules.

Final Comments:

Italy--I just want to say "Thankyou" to my Canadian and French allies for their help in this game. Officially, Paul Monahan and I, with a total of 31 centers, have an Alliance victory. Unofficially, Richard Greenwell (France) is also included in the winning alliance, and in my own records I

have recorded a return of Marseilles, as promised, to France which still leaves Paul and I with the necessary total of 30 centers.

Coming in as a replacement player, I found Italy to be in a terrible position, with units badly scattered all over the board. I had to ally with Germany to keep him from invading my wide-open homeland. I also had to attack France in order to obtain more centers and build more units, since most of my existing units were too far away to get home.

Once I had units in my homeland again, I was able to begin real diplomacy. I found Richard Greenwell to be one of the best diplomats I've run across in the game. It was not just that he wrote long letters. The contents of those letters were good; and we didn't just talk about Diplomacy. Canada and France were already allies, and Richard's letters persuaded me to join their alliance in the end game. After that, it was just a matter of time until Germany was defeated.

Hope to join some of you guys in another game soon.

1974HY, Spring 1905

AUSTRIA(Callahan): A Rum-Gal, A Sev-Arm

FRANCE(McLendon): A Bur-Mar, A Spa S A Bur-Mar, F Lyo-Wes, F Mid-NAf, F Lon-Eng, A Wal-Yor, F Nwg-Bar

GERMANY(Fanelli): A Mun S A Ber-Sil, A Ber-Sil, A Liv-Mos, A Edi H, A Kie S F Hel-Den, F Hel-Den, F Nth S F Hel-Den

ITALY(Kendter): A Bud S Rus F Bul(ec)-Rum, A Ser-Tri, A Gre-Ser, A Pie-Mar, F Tri-Alb, F Tyn-Wes, F Aeg-Ion, A Ven-Tus, F Nap-Tyn

RUSSIA(Gallagher): F Bul(ec)-Rum, F Con-Bla, A Smy-Arm, A Ank S A Smy-Arm, A Mos-Sev, F Nwy-Bar, A Swe-Fin, A War-Liv, F Ska-Swe

FALL 1905 Orders are due on THURSDAY, December 18, 1975 at noon, E.S.T.

Press--

Poetry from the Steppes: Where oh where will Austria go? This is fun!

1974HN, Summer & Fall 1905

Note: New player for Italy is Richard Swies, 4829 Leamington, Chicago, IL 60638.

COA: Ron Kelly's room number has changed from #210 to #120.

Summer 1905: Italy R A Vie-Tri, F Tyn-Rom .

Fall 1905:

AUSTRIA(Osmanson): F Aeg-Smy, A Gre H, A Ser S A Bud-Tri, A Vie S A Bud-Tri, A Bud-Tri

ENGLAND(Fujihara): A StP-Liv, A Edi-StP, F Nwg C A Edi-StP, F Bar C A Edi-StP, F Bal-Pru

FRANCE(McKeon): F Tyn-Ion, F Tun S F Tyn-Ion, F Lyo-Tyn, A Tus H, F Pie S A Tus, A Bur-Mun, A Mun-Tyo

GERMANY(Kelly): F Bot S Eng A StP-Liv, A Ber S Eng F Bal-Pru/r/(Kie, OTB), A Ruh S Fra A Bur-Mun, F Hel-Hol

ITALY(Swies): A Tri-Ven/a/, A Ven-Tus, F Rom S A Ven-Tus, F Ion-Nap

RUSSIA(Blank): F Con S F Bla-Ank, F Bla-Ank, A Sev-Mos, A Liv S A Sev-Mos/r/(War, OTB), F Pru-Ber, A Sil S F Pru-Ber, A Gal-Boh

TURKEY(Davies): A Ank-Smy/r/(Arm, OTB)

AUTUMN & WINTER 1905 Orders are due on THURSDAY, December 18, 1975 at noon, E.S.T.

Fall 1905 Supply Center Chart:

Austria: Vie, Bud, Tri, Ser, Gre, Smy (6) B1

England: Hom, Nwy, StP (5) SP

France: Hom, Spa, Por, Mun, Tun (7) SP

Germany: Kie, Den, Bel, Swe, Hol (5) B1 and still be 1 short, or SP if A Ber R Kie

Italy: Hom, ~~Vie~~ (3) SP, lost 1

Russia: Mos, War, Sev, Rum, Bul, Ber, Con, Ank (8) B1

Turkey: ~~Ank~~ (0) R1, out of game

1974Nd1, Spring 1021

ENGLAND(Osmanson): A Mon H, A Der H, A Che H, F C&D H, A Shr H, A Car-Mer, F Brk-Bri, F Bri-Dyf, F Dyf-Car

MUNSTER(Hyatt): F WMI-WHe, F WIF-WMI, A Mou-Arm, A Oma S A Mou-Arm, A Don S A Oma, F ELB S A Don, A Ros-Bre, A Ang-Ros, A Uri-Tyr, F Mid-Iat, F Cor-WAT, F SIS-NGC, F STG S F SIS-NGC, F SSG S F SIS-NGC, A Dub H

ORKNEY(Sokolitsky): NMR. A Arm, A Ern, F Man, F Kin, F Isl, A Dal all hold

SCOTLAND(Fanelli): F DrB S F NIS-Iri, F NIS-Iri, A Dow S Ork A Arm, A Lis H, A Dun H

FALL 1021 Orders are due on THURSDAY, December 18, 1975 at noon, E.S.T.

GM Note: If Sokolitsky misses again, his position will go into civil disorder.

1975G, Spring 1905

COA: Joe Kirk, 9906 Great Oaks Way, Fairfax, VA 22030.

GM Note: Looking through back issues of Imp on checking supply center count for 1973Ccz just completed, I found the lost letter from Joe Kirk with his orders for Fall 1904. I'll admit that I was wrong in saying that I did not receive orders, but I did say this in all honesty. I looked very hard for the letter with his question to which I had answered--all the time thinking there were no orders. I wanted it badly to prove that I was right. Well, I was wrong but so was Joe Kirk--under house rules. My houserules (#7) requires the player's signature as proof, and separation of orders from questions and other correspondence so that orders can be filed away right away without getting lost as his orders did.

Houserules are there for your protection, but if not followed they can work against you.

Joe's current orders are unsigned, but since I have previously written to him about this requirement (in a letter before I found his lost orders), I'm going to accept this season's orders.

Sorry, Joe, but since the discovery I feel a lot better, but know you won't feel any better. If I was wrong and you did sign the orders (thus making them completely okay) then I would have felt compelled to refund your money. As it is, you were stabbed once again by...this time by the House Rules! They are a two-edged sword....

Spring 1905:

AUSTRIA(Hinmon): F Tri-Ven/r/(Adr, Alb, OTB),
A Vie-Tyr, A Bud-Vie, F Gre-Ion, A Bul S
A Rum, A Rum S A Bul, A Ser H

ENGLAND(Cooper): F Lvp-Iri, F Lon-Eng, F
Bre-Gas, A Nwy-StP, F Nwg-Nwy

FRANCE(Kirk): F Mid-Eng, A Pic S A Mar-Bur,
A Gas S A Mar-Bur/r/(Mar, Spa, OTB),
A Mar-Bur

GERMANY(Amer): A Par S F Bre-Gas, A Bur-Pic
/r/(Bel, Ruh, OTB), A Mun S Aus A Vie-
Tyr, A Kie S A Mun, F Den-Swe, F Nth-Ska

ITALY(Young): A Boh S Rus A War-Gal, A Tyr-
Tri, F Ven S A Tyr-Tri, F Ion S Rus F
Smy-Aeg

RUSSIA(Sabo): F Bar-StP(nc), A War-Gal, A
Sev S A Mos-Ukr, F Con-Bla, F Swe H,
A Mos-Ukr, A Arm-Ank, F Smy-Aeg

SUMMER & FALL 1905 Orders are due THURSDAY,
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Press--

Saint Petersburg, Russia: Vladimir Ivanovich

Lymanov, Minister of Internal Security, Curator of the Royal Dungeons, and Port Admiral of the Swiss Fleet (Retired), in response to evil rumors, announced he considered it entirely appropriate that Turkey be gobbled up at this time. The Minister is not noted for his subtlety.

1975, Summer & Fall 1904

Note: Tom Keller, 317 E. 12th St., New Albany, IN 47150, is the new player for Italy.

Summer 1904: Austria R F Ion-Nap; Italy R A Ven-Rom

Fall 1904:

AUSTRIA(Johnson): A Gre S A Ser, A Ser S A Gre, F Ven H/r/(Adr, Apu, Tri, OTB), F Nap H

ENGLAND(Carson): NMR. F Nwg H

FRANCE(Carlton): A Edi H, F Lvp-Wal, F Eng-Pic, F Mid-Bre, A Mar-Bur, A Pie-Tyr,
F Tun-Ion

GERMANY(Eddy): F Nth-Edi/r/(Den, Hel, Hol, Eng, Lon, Yor, OTB), F Bal-Kie, F Hol-Bel A Bur-Gas, A Ruh-Bur, A Pic-Par

ITALY(Keller): A Tus-Ven, A Rom S A Tus-Ven, F Tyn-Nap, F Ion S F Tyn-Nap

RUSSIA(Goldston): A Bul-Con, F Bla S A Bul-Con, A Rum-Bul, A Sev-Arm, A Tyr S Aus
F Ven, A Den-Swe, F Nwy-Nth, F Ska S F Nwy-Nth, F Bar-Nwy

TURKEY(Morphy): A Con H, F Aeg S A Con, A Arm H

AUTUMN & WINTER 1904 Orders are due on THURSDAY, December 18, 1975 at noon, E.S.T.

Fall 1904 Supply Center Chart:

Austria: Tri, Bud, Ser, Gre, Nap (5) B1 or B2 if R F Ven OTB

England: ~~Edi~~ (0) R1, out of game

France: ~~Par~~, Mar, Bre, Spa, Por, Lon?, Lvp, Tun, Edi (8 or 7) B1 or SP depending on German retreat

Germany: Hom, Hol, Den, Bel, Par, Lon? (7 or 8) B1 or B2 depending on retreat

Italy: Ven, Rom, ~~War~~, ~~Tyr~~ (2) R2

Russia: Hom, Rum, Vie, Swe, Nwy, Bul (9) SP

Turkey: Hom (3) SP

GM TO AUSTRIA: Right! That was a horrible weekend for me as my favorite Pro Football team lost (Redskins), Penn State lost, my high school lost the last game and championship, and my own alma mater college lost! It was a complete wipe-out in football for me!! It was a good thing I didn't have to do anything for that weekend!

1975CS, Spring 1903

GAME OPENINGS, CONT.

WHOLESALE IDLENESS??

Note: See list of standbys on first page for this game.

Spring 1903:

AUSTRIA(McGee): A Bul S Tur A Con, F Gre S
A Bul, A Bud-Rum, A Vie-Gal, A Tyr-Boh,
F Tri H

ENGLAND(Strittmatter): NMR. F Den, A Liv,
F Wal all hold, F Eng H/r/(Lon, Pic, Bre,
OTB)

FRANCE(Stephens): A Bre-Par, A Spa-Mar, F
Iri S F Mid-Eng, F Mid-Eng, F Wes-Mid

GERMANY(McDonald): A Bel-Yor, F Nth C A Bel-
Yor, A Ruh-Bel, A Bur-Mun, A Ber S A Bur-
Mun

ITALY(Leahy): NMR. A Tun, F Ion, F Tyn,
A Ven all hold

RUSSIA(Albano): NMR. A Ank, F Bla, A Rum,
A Sil, A Nwy, F Swe, A War, F StP(nc)
all hold

TURKEY(Kendter): A Con H, F Smy S A Con H

SUMMER & FALL 1903 Orders are due THURSDAY,
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Press--

Constantinople: Anybody out there need a
willing puppet?

POSTPONED GAMES

The following games are indefinitely
postponed until the Canadian Postal Strike
is over plus a sufficient time for the
Canadian players to receive their back issues
of Impassable:

1971Dbu, 1973AYec, 1973BU, 1973CZec,
and 1975T.

Errors were apparent for 1973AYec and
1973CZec.

1973AYec: Impossible build of A Sin for
Ottoman Empire stands as report is too late
to change without influencing the game.

1973CZec: Change the following orders
England: F Lap-Var to F Lap-Var (there
is such a unit for England)

Ottomans: F Bar-Mid to F Bar-Mid

Poland: A Var-Lap to A Var-Lap/r/

"In a free country there is much clamor with
little suffering; in a despotic state there
is little complaint, with much grievance."

--Carnot

TURNABOUT, #16. Peter Berggren, Davistown
Schoolhouse Rd., Orford, NH 03777. Offset.
Has openings (limited) in a reg. dip game
to be put in the PDT. Gamefee is \$2 + sub.
Sub rate is \$2/8. Recommended.
BUSHWACKER, Vol. IV, #12. Fred Davis, Jr.,
3012 Oak Green Ct., Ellicott City, MD 21043.
Mimeo. Openings in two variants: Abstraction
and Atlantica II-R. GF is \$7.00. Sub is
\$2.50/12. No sub is required. Recommended.
DYNASTY, #3. Adam Gruen, 470 North Street,
Harrison, NY 10528. Openings left in reg.
dip. GF is a sub which is 12/\$2.50. Mimeo.
VALINOR, #2, Michael Muchnik, 2520 Hyacinth
Court, Westbury, NY 11590. Ditto. Open-
ings in reg. dip. GF is \$1.00 plus sub
which is \$1.50/10.
THE MASTER MACHIAVELLIAN, #14. Michael
Homeier, 238 N. Bowling Green Way, Los
Angeles, CA 90049. Ditto. Reg. dip open-
ings are limited, but available at GF \$1 +
sub. Variant openings in Colonia II at
\$1.50 + sub. Sub rate is 10/\$2 (will soon
go up).

WHAT'S THE LAW?

(The book I have is on authentic cases! If
you want more, let me know!--Ed)

The Case of the Real Hot Number

When curvaceous Carol sashayed down the
street, it was pure poetry in action. In
fact, she looked like such a hot number that
the telephone company decided to tap her
phone to determine whether she was using it
for improper purposes. Their suspicions,
however, bombed out. The tapping only served
to establish that Carol was as proper as
Little Orphan Annie, only much better looking.

And while the results may have surprised
the telephone company, it didn't compare to
Carol's surprise when she discovered that
her phone had been tapped. Outraged, she
sued the telephone company for eavesdropping
on her.

"I've been sick, embarrassed, and humili-
ated for weeks at the thought that perfect
strangers listened in to my most private and
intimate conversations," she complained in
court. "Peeping into the lives of its sub-
scribers is not a privilege reserved to a
telephone company,"

"It sure is," retorted a company official.
"Telephones are the necessary tools of all
sorts of people, particularly criminals.
It's not only our right to make sure that

(cont. page 9)

VERHANDELN

by Lewis Pulsipher

Variants, IDA, DVC, and MNC

I regret having to be disagreeable in this column. Unfortunately, repeated inaccurate statements concerning some aspects of variants have appeared in print. I hoped that the difficulty would pass, but the latest statements by Robert Sacks beg for a reply. They are generally inaccurate at best and downright untrue at worst, so I will attempt to clarify the variant organization situation here. All quotes are from Lord of Hosts, #7, page 2, 11 September 1975, published by Sacks.

First, the new IDA Variant Committee is not intended in any sense "to rival DVC" (Diplomacy Variant Commission). The DVC itself was at one time the IDA Variant Committee, but it has been transformed from a group intended to advise IDA into a group which, apparently, is intended to include all active variant service persons and to regulate all variant activities other than actual play of games. I confess that I am not actually sure what the DVC intended to do, though I have been a member from its inception (and in fact, I am the only member of the original 3-man IDA Variant Committee still serving, though there are still many who joined the IDA committee later). The new IDA Variant Committee is intended to advise IDA about what IDA ought to do with regard to variants. It will include only $\frac{1}{3}$ to $\frac{1}{2}$ as many members as DVC so that deliberations can be carried out more conveniently and more rapidly; IDA needs advice more or less immediately in some cases. The committee will be able to consider such thorny questions as to what extent and how IDA ought to subsidize variants. The DVC is in no position to do this, and in fact, this year the organization now known as DVC has been little more than a drain on the IDA treasury.

It is not true that IDA has "generally" declined "to consider requests on variant business". The Council decided to vote on one bill rather than on half a dozen or more submitted to it by Sacks. The only thing it has refused to do is to consider without alteration each bill suggested by Sacks.

The IDA has not in any way attempted to "outlaw Intimate Diplomacy". Acting well within its authority (after all, it is IDA's money), the IDA Council considered a bill to limit its subsidy of the Miller Number Custodian to certain types of variants. The MNC is completely free to assign numbers to any

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ABLEHNEN

by Robert Sacks

"...consult some well-meaning fool (there is always one around) and ask his advice. Then vote the other way..." Lazarus Long

Verhandeln means to offer or negotiate; Ablehnen means to refuse. While it is always worthwhile to pay attention to what Lewis Pulsipher has to say, it is often best to pursue the opposite point of view. This column is being submitted to IMPASSABLE, PAROXYSM, SPECULUM, and THE POCKET ARMENIAN to present a countervailing point of view, though from time to time it may agree in part with the article it corresponds to.

GAMESMASTER AND PUBLISHER STANDARDS

First, I wish to point out that the basic concept of a North American Gamesmaster/Publisher Group, together with the mechanisms Pulsipher presented, is quite laudable. I have read one or two objections on structure to it which need some refutation. First, there is nothing wrong with the structure as was presented--all groups are subject to take-overs and control groups, but if the structure merely consists of members and a series of independent single purpose committees (perhaps chosen by proportional or cumulative voting), then it will be very difficult and rather pointless for anyone to attempt a take-over, for the control group will need voting majorities on each of the several independent committees. (If any sort of coordinating committee is set up, that would be dangerous!) Second, there is a very simple procedure for handling novice publishers: a novice publisher would sign a statement declaring his intention of joining the Group and abiding by its standards; for a period, say of nine months or a year, he would be observed, advised, and publicized by the Committee on Novice Publications (or whatever), and would be able to indicate on his masthead "Candidate: NAGM/PG"; at the end of this trial period (or earlier at the discretion of the Committee on Novice Publications) his record would be presented to the membership with the recommendations of the appropriate committee.

There are, however, two grave matters, one general and one particular, very wrong with the presentation, which could be summed up in the ancient expressions of "combination in restraint of trade" and "enforced mediocrity". Now, Pulsipher stated "Such standards might include anything the members think is necessary to responsible, reliable,

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VERHANDELEN, CONT.

game he wishes. It was felt by some Council members that a 30¢ per game subsidy was not justified for a two-player game (especially when 18 games were run in one zine (all being abandoned)--that's \$5-6 for almost nothing.

Sacks blames IDA for not printing his response to letters about DVC in IDA's zine Diplomacy Review. While it is IDA's prerogative to print what it wishes, that does not enter into the question. Gil Neiger is the IDA editor, and his action is his responsibility, not IDA's. I personally wish the response(s) had been printed. Sacks can appeal to the IDA Council to force printing (he has not thus far).

IDA is accused of "discouraging postal play of variants outside of North America". This apparently stems from an act passed by the IDA Council stating that the MN subsidy will be for North American games only at this time. This was passed because the European MNC never asked for, and apparently did not want, a subsidy. If he does, he will get it, I am sure--in fact, there is a Bill before the Council now stating exactly that. The accusation is also based on the assumption that, by not subsidizing MN assignment, IDA is discouraging postal play of variants. This is clearly not the case. I have yet to discover evidence, a priori or a posteriori, supporting the notion that a postal variant might not be played because it does not have a number. And even if this were true, could it be stated that a game in Europe would not get a MN because there was no MN subsidy? No,

Sacks has accused IDA of trying "to disrupt VORS" (Variant Orphan Rescue Service, set up by Ray Heuer and supported by DVC). In fact, IDA established an Orphan Variants Project when, according to Edi Birsan, Ray Heuer asked for monetary support from IDA. In fact, Birsan stated that the IDA project was set up at the request of Sacks and Heuer, though I do not know if this is true. At any rate, the orphan situation is Ray Heuer's responsibility, not that of DVC.

This brings us to the final point. It is quite true that MN, Variant Banks, Orphan games operations, and other variant activities are controlled by the persons working on them, and not by the IDA. At the same time, they are not controlled by DVC, either. Robert Sacks is presently engaged in attempting to make as many variant officers as possible assistant MNC, for reasons which I will not speculate on. He has also attempted to interfere with the World Variant Bank's

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ABLEHNEN, CONT.

fair publishing and GMing." That sounds pretty fierce to me, and I suspect to those people who have expressed horror at organization--for it is not organization, but how organizations are used, that is a threat. Let us consider a possible requirement: legibility. Pulsipher himself has decried against reproduction by hectograph (color/ditto) as being unreadable, or at best bad on the eyes, so unless some limitation is placed, a rule against reproduction by hectograph is probable. Further, we have already seen a movement (I hope in jest) against xerography and photo-reproduction, and I suppose a case could be made that publishers who rely on such methods are less reliable than those who own their own mimeographs, so it is possible that a rule against xerography and photo-reproduction could be adopted, even though such methods can yield far better results than using a mimeograph. Now let us suppose that, rather than drawing up rules against this or that method, the rules specify which methods are acceptable, and along comes a publisher who has another, possibly better, very better, than those allowed. Clearly before this publisher could be admitted, the rule would have to be changed (or before a publisher could change to this method and retain his membership) yet if the method is better, why should the Group admit it? After all, if they refuse to change the rule, they can refuse membership to a possibly dangerous competitor. Now while I phrased this example in terms of method of reproduction, it could just as well have been anything (sex, religion, racial or national group, political affiliation, age, occupation or lack of it) and Pulsipher himself provides a rather horrifying example: he proposes upper bounds on the number of games to be gamesmastered and limits each publisher to one zine published more than quarterly! This does not guarantee reliability, merely mediocrity; it is the reliable gamesmasters and publishers who can afford to break these rather ridiculous limits. As a rule of thumb I would suggest that any rule that labels John Boardman unreliable (as Pulsipher's would) is patently absurd. Indeed, if any such rule was in force, the competent and reliable gamesmasters and publishers in the hobby would be decimated, which may be the intent. Just as good a proposal would limit circulation on the grounds that the larger the circulation the more likely a bankruptcy;

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VERHANDELN, CONT.

determination of what it wishes to do. While it is commendable for the MNC to promote new efforts, just as MNC have in the past, I do not see any purpose in placing or attempting to place all activities under the aegis of the MNC or of DVC. It would be well for us all to remember that each person controls his activity, not the IDA, the DVC, or the MNC.

#end#

ABLEHNEN, CONT.

then at least we would be spared Lew Pulsipher's columns having any wide circulation. We can now turn to the IDA Evaluation project, which Pulsipher mentioned. It would perhaps be the kindest comment to say that the standards of acceptability were decided by people who were not gamesmasters and publishers. I suppose it is possible to run a game with "errors not exceeding one per gameyear GM'ed" (my own record might be that good) except that the definition of error is not given, and single mistake often results in 5 or 6 errors. However, the standard for publication includes "Publication may not be over 3 days later per issue on average over a three month period." which is uproariously funny, or would've been if it weren't tragic. First, we have the serious problem of determining when, and how long, a publication is late! Second, it means that any publication which appears less frequently than eight times a year is unacceptable if it appears a week late, and generally publishers tend to delay publication in multiples of a week. Third, the standard seems to ignore the fact that there are often quite legitimate reasons for delay, such as attending a Convention, or attending to making a living. Finally, as a rule of thumb I would suggest that any rule that labels Diplomacy World unacceptable (you do remember that delay at the beginning of this year, don't you?) is even more patently absurd than the rule that labels John Boardman as unreliable.

#end#

WHAT'S THE LAW, CONT.

they're not used for illegal purposes, it's our duty."

If you were the judge, would you permit curvaceous Carol to collect for the telephone company's eaves-dropping?

This is how the judge ruled: YES! The judge held that a person is entitled to recover for an intrusion into his private activities where the intrusion is of such a nature as to outrage or cause mental suffering, shame, or humiliation to a person of ordinary sensibilities.

(Based upon a 1961 Ohio Court of Appeals decision)

ORPHAN GAMES, CONT.

you don't tell him the facts it makes his job much more difficult. He has to get PINBALL WIZARD from someone and find names, addresses, etc., and set the whole thing up. If you write him and say that 1974XX has been orphaned, what the positions are, who the players are, the last move occurred--well, you have put out the minimum effort (all these facts should be at your fingertips) and have really helped him out. If you let it slide and so does everyone else, it might be a few months before anyone realizes that PINBALL WIZARD has folded (it being less than regular anyway). Then you have all the other work and well, it all adds up. People move, leave the hobby, are no longer interested in that game--a lot of things. This is how games end up being dropped altogether.

What I suggest is that all major zines establish when a zine has folded. When the word comes out that a zine has folded, everyone prints it. Let the people know what is going on. When you see that your zine has folded for the sake of the others in the game and for yourself, send Greg all the information you have. I believe that the zine-folded column should be more important than the plug column. In this way with everyone's cooperation, this thing can become less of a problem.

There are of course people trying to attack the problem from the other side, mainly to improve the quality of gamesmasters. Good idea. Now in my case I am GMing 5 games and four of these are in endgame situations. When these games are over so is my gamesmastering career. I get a letter in the mail asking if I want to be 'rated' for reliability and accuracy. Will I? No, for the simple reason that I don't intend to open more games. My players know how I GM and there is nothing to be gained in telling others, it merely makes more work for the person in charge. For other people I suppose the people who think they are good

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ORPHAN GAMES, CONT.

will sign up and those who aren't won't. It might work out and I hope that it does, but it is too early to tell.

I have left out many issues relating to the orphan situation, voting games from zine to zine and other such matters (financing a host of others). But as this article is already quite lengthy, I will leave these to another time. #end#

HOBBY NEWS

With this issue, Impassable completes its first orphan game, 1973Ccz. Also, we begin our fourth stage of existence, that is, the first stage of Chapel Hill Publications was expansion, the second stage was empire, the third stage was decline, and now the fourth stage is just beginning, rebirth. That's putting Impassable's fortune in "national" terminology. CHP is fortunate to be entering a fourth stage--most publishing empires in this postal hobby went kaput at the end of the third stage.

One wonders just how many publishers have folded since the hobby started? Walter Buchanan (need I tell you what he publishes?) has informed me that there have been over 200 publishers (I forgot the exact figure!) which, I think, was closer to 238. Anyways, he didn't say how many of these folded, but there were more than this number in new games started!

Hobby game statistics is one thing that hasn't been computed with interesting data in mind, that is, until Brad Hessel, publisher of Diman, started compiling interesting data. He will be coming out later with the full works, but I thought that I'd give a few from his preliminary findings:

Most supply centers owned at end of game: 20 (1965F, Charles Wells, Tur, 1914)

Longest seven survive: 1908! (1965P)

Most SC's lost in one year: 5 (1966AA, Eng, James Dygert 10 to 5)

Longest game played to decision: 23 game years (1966O)

Shortest game played to decision: 7 game years (1966D and 1966H)

If these records all seem "old", you're right as they're from the Terminus project up to 1966AH.

Brad asked for interesting data, how about these? Most number of gamesmasters? Most number of zines to carry game? Most dropouts or players in the game (reg. dip)?

Most number of games completed by a single player, gm'd by a single gamesmaster, most in a gamezine at one time? Most number of recorded wins by the players in any single game at the time of the game played. There's a whole host of interesting data which I haven't thought of or anyone (it's practically unlimited!). Also, I've only given a few of Brad's, so when he's ready it should prove to be very interesting and informative!

Speaking of interesting data, perhaps Brad could list 1962A as the one with the most gamesmasters (?). 1962A has a very interesting history of its own, by the way, and perhaps I should briefly give it...

I was a player in 1962A when it was restarted under the aegis of Conrad Von Metzke. It was supposedly the oldest game of postal diplomacy, but was never completed. Well, I have every reason to doubt that 1962A was a real game and was, instead, a fake game. Whatever, it was a real game, although very funny. We had each player as a gamesmaster who took turns publishing the moves. Interesting right there, eh? Sure enough, the game broke down in an argument between Conrad Von Metke and Charles Reinsel (that was another mistake--to have them in the same game). The game ended amidst the trouble caused by Reinsel threatening to kick the other players out of 1962A in the games he was GMing! I believe that I was the only one so affected and as was the case I was ahead in both 1962A and in Reinsel's game. Needless to add, I was kicked out and then moved the game away from Reinsel's grasp long enough to win it. 1962A fell apart under the controversy and the fact that about this time Conrad Von Metzke was losing interest in the game and the hobby.

The zine that carried 1962A was called, Seitenstetten. If anything, it was aptly named...

Ah, let me see, we have another International Subscription Exchange report from Edi Birsan. The number of people having money in the U.S. and has grown to 23! The new balance is now at \$438.54! That's a lot of money....

In the same ISE report, Edi Birsan says that Gordon Anderson still hasn't paid for the Dippy money prizes...has anyone seen a recent issue of El Conquistador?

It should be interesting just to give a partial listing of folded gamezines (right off the top of my head without any prior experience or effort...): Costaguana (Conrad von Metzke, plus a host of others),
(cont. page 11)

EDITORIAL BABBLING

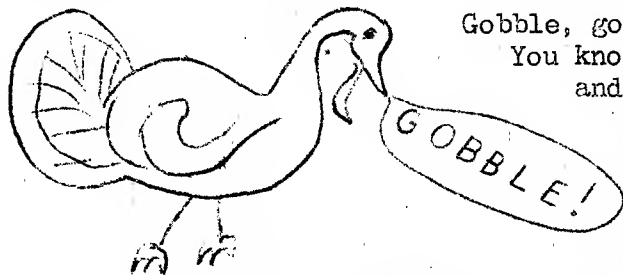
"Or, Hey! I got space!"

Oops! There's more space to fill and so here's where this Editor flips his tongue....

I'm in favor of having a GM/Publisher organization, but under IDA supervision. I am not, however, entirely pleased with the rather strict minimum standards for qualification by the IDA Evaluation Commission.... I haven't signed Impassable up mainly because I don't think I would fit those requirements! They really should ease things up a bit.

Don't vote for Gordon Anderson for anything! I have bent backwards to accomodate him in IDA Council matters because of my poor handling of the 1974 elections, but his continuing neglect to pay the money prizes for two DipCon conventions has totally lost my confidence and respect for him....

Many people have asked me to recommend gamezines, I always have a problem there because of the unpredictability on this score. About the only standard which promises any sort of reliable judgement is that those who won't fold without planning to finish games or return money would more likely be those with a lesser number of games and a longer publishing career...



Gobble, gobble!.. You don't wanna eat poor, little me? You know what I eat?....Acorns, mast, seeds, berries and various insects such as ants and butterfly larvae....of course, I also gobble up Russian and Austrian supply centers! Wouldn't I taste just awful? Why don't you have some shrimp or codfish? Gobble!

Have a Happy Thanksgiving!

IMPASSABLE #50
117 Garland Drive
Carlisle, PA 17013
United States of America

You're wanted for stand-by,
see page 1 ____
Your sub is up--resubscribe
before our rates go up! ____
You're mentioned somewhere on
page(s) ____

"If you lend a supply center,
you either lose it or gain
an enemy." --Edi Birsan

Scott Marley
12682 Suddler
Santa Ana, CA 92705

S-65

FIRST CLASS MAIL

The hobby needs a more frequent genzine than Diplomacy World. Quarterly is simply not frequent enough! You almost forget that it exists until you get another issue! Anyhow, a genzine with news is what we really need....with full-length articles on what is going on in the hobby in IDA, Orphan Service, Ratings, etc!! There's no zine in existence that has all that with regularity....how about monthly?

Hey, I forgot to mention a new rating zine, Everest, by Peter Berggren. A zine totally on ratings....sub is 10/\$1.50 (if you're on the list of contributors) and is 50¢ an issue for everyone else--not a bad price! The first issue was 11 pages on ratings! And, you get the chance to see my name all over the place! Send your money to: Peter Berggren, Davistown Schoolhouse Rd., Oxford, NH 03777. SORRY! NO TRADES!

This week I'll be looking up prices on supplies and another look at (gulp!) that Gestefax wonder machine....I don't need supplies right now, but it pays to look around for the cheapest prices. With the coming postal hike, I'm afraid that I'll have to have my first subscription increase since 1972!

Well, hang on for the Xmas Special Issue!

U.S. POST



ICE

FIRST CLASS MAIL